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--As is apparent from the foregoing specification, the invention is susceptible of being embodied with various alterations and modifications which may differ particularly from those that have been described in the preceding specification and description. It should be understood that we wish to embody within the scope of the patent warranted hereon all such modifications as reasonably and properly come within the scope of our contribution to the art.--

**IN THE CLAIMS:**

Delete claims 1-32 and replace with new claims 33 - 64 as follows:

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33. A method for audio-visual presentation of data and/or programs that are used by users in communicative networks for the transmission and/or presentation of audio-visual data and/or programs, upon employment of an electrical device having an optical and/or acoustic display means such as picture screen and/or loudspeaker for audio-visual presentation of these data and/or programs, comprising the steps of

- 1) requesting individual assistance by the user of the device and/or network that is generated by the program;
- 2) selectively producing the individual assistance, according to the user requests, produced in the form of a neutral-virtual person, being audio-visually produced on one or more devices by the programs and/or being transmitted by network to remote devices;
- 3) simulating the neutral-virtual person for assisting the user in his individual use of the device and/or network on the device in audio-visual presentation with properties that simulate the spatial behavior of natural persons;
- 4) unambiguously allocating a specific, individual-virtual person to a specific user and/or a group of users by an identifier and/or encoding and/or program, whereby the input of the identifier ensues via an input means into

which information are input acoustically or optically or mechanically or tactilely with optical or acoustic or tactile devices or a keyboard;

5) only activating the individual-virtual person on the device and/or in the network during a time span  $\Delta t$  that is determined by the identification of the user with his specific feature or features, his specific identifier or identifiers via a repeated interrogation in the input device; and

6) authenticating the individual-virtual person in terms of its action by the user for one or more users during the time span  $\Delta t$ .

34. A method according to claim 33, further including the steps of

1) requiring a compilation and/or joining of sub-programs and data that are locally present in various devices or memories or are present locally separated in the device for audio-visual presentation of the individual-virtual person;

2) activating the sub-programs with a feature and/or its own, specific encoding or with a shared, uniform code/feature;

3) automatically repeatedly interrogating the code by the individual-virtual person and generating said code only during the time span  $\Delta t$ ;

4) preventing the joining, compiling and/or keeping active the sub-programs given failure of the code to arrive.

35. A method according to claim 33, wherein

1) the neutral-virtual person has data available that are available for an unprotected data inquiry and has data available that are exclusively available for a protected data inquiry;

2) whereby the unprotected data are presented by the neutral-virtual person given an inquiry at the device;

3) whereby the neutral-virtual person has properties available

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that are the same for a plurality of neutral-virtual persons;

4) whereby the neutral-virtual person is authorized vis-a-vis a data inquiry only for a behavior that is restricted compared to the authentic individual-virtual person.

5           36.       A method according to claim 33, including the steps of

                  1)       displaying the individual-virtual person on a picture screen

                  or a display means of a home computer and/or PC;

                  2)       allocating the individual-virtual person to the user by a

                  specific encoding and/or a program;

10           3)       integrating the input device as a device part in the home

                  computer and/or PC.

37. A method according to claim 36, including the step wherein the individual-virtual person appearing on a home computer or PC assumes the jobs that are implemented by operating systems on the basis of user interfaces.

15           38.       A method according to claim 37, including the step wherein parts of  
the user interface of an operating system are supplemented by an individual-  
virtual person.

39. A method according to claim 36, including the step wherein  
simultaneously with the appearance of the individual-virtual person on the picture  
20 screen or the display means of the home computer and/or of the PC, an  
information appears that can be read and/or heard or interpreted in some other way  
by a person.

40. A method according to claim 36, further including the steps wherein

1) a first neutral-virtual person, that belongs to a group of different neutral-virtual persons with comparable programs and/or data and/or features appears first in time on the device or home computer or PC;

2) this neutral-virtual person additionally assumes programs and/or data and/or features at the later point in time of the authentication in the input device that lead to a specific embodiment of the neutral-virtual person;

3) this neutral-virtual person becomes the individual-virtual person.

41. A method according to claim 33, including the steps wherein the interrogation of data and/or programs allocated to the individual-virtual person is only possible for data and/or programs that have arisen before a point in time or within a time span  $\Delta t$  and is inhibited for all further data and/or programs that have arisen after this point in time or beyond this time span.

42. A method according to claim 33, including the steps wherein

1) the input device can identify more than one natural person in its limited, spatial environment on the basis of optical and/or acoustic sensors;

2) the individual-virtual person is presented for the person only to a limited extent on the display means of the device during the time at least two natural persons are identified;

3) this restricted, individual-virtual person has only a part of the features, programs and/or data available to it that the complete individual-virtual person has available to it.

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43. A method according to claim 33, including the steps wherein

- 1) a local, individual-virtual person exists;
- 2) this local, individual-virtual person is a restricted, individual-virtual person and is presented for persons on and/or in the local display means of the audio-visual device;
- 3) the local, individual-virtual person is defined with its features, programs and/or data by properties and/or encodings which a device has locally available to it during the time span  $\Delta t$ , said device calling and/or presenting the restricted, individual-virtual person.

44. A method according to claim 33, including the step wherein an individual-virtual person appears as a participant for natural persons in a game on the display means of the audio-visual device and/or PC and/or home computer.

45. A method according to claim 33, including the step wherein an individual-virtual person simulates a teacher for the communication of lesson contents for a student.

46. A method according to claim 33, including the steps wherein the audio visual device is connected to a means for generating the individual-virtual person, said means automatically receiving data and/or programs from satellites.

47. A method according to claim 33, including the steps wherein

- 1) a neutral-virtual person is mixed into the executive sequence of programs;
- 2) the program represents sequences of actions, comparable to films;
- 3) the neutral-virtual person can be replaced by an individual-

virtual person;

4) the individual-virtual person assumes the predetermined action role of the virtual person.

48. A method according to claim 33, including the steps wherein

1) an individual-virtual person is transmitted to remote devices via a communicative network;

2) the individual-virtual person implements specific operations and/or device settings in the remote devices;

3) the operations and/or device settings correspond to those that a natural person has initiated for an individual-virtual person via setting and/or programming.

49. A method according to claim 33, including the steps wherein

1) an individual-virtual person carries out tasks in a device remote from the location of the user;

2) the device has technical devices available to it that can acquire data and/or programs in the remote environment;

3) the acquired and/or programs are transmitted to the location of the user;

4) the remote data and/or programs are edited at the location of the user;

5) the user encounters an audio-visual environment that corresponds to the remote environment.

50. A method according to claim 33, including the steps wherein
- 1) an individual-virtual person has a proposal list of behaviors and/or settings available to it;
  - 2) user determines the settings by selection;
  - 3) the individual-virtual person is lent specific properties.

51. A method according to claim 33, including the step wherein a first natural person communicates with a second natural person via an individual-virtual person.

52. A method according to claim 33, including the steps wherein
- 1) a first natural person communicates with an individual-virtual person in a first natural language;
  - 2) the individual-virtual person communicates with a second natural person in a second natural language.

53. A method according to claim 33, including the steps wherein
- 1) an individual-virtual person has specific encodings available;
  - 2) the encodings allow the individual-virtual person to acquire specific protected data and/or program areas.

54. A method according to claim 33, including the steps wherein
- 1) a plurality of individual-virtual persons are present at the same time in a device at a location;
  - 2) a virtual meeting of virtual persons is produced during the time  $\Delta t$ .

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- 1) permitting a specific geometrical area of an individual-virtual person to be optically/graphically touched by mouse pointers;
  - 2) displaying data/program/graphics that are characteristic of the touched, geometrical region.
58. A method according to claim 33, including the steps of
- 1) activating programs via an individual-virtual person;
  - 2) interrogatory/collecting data via these activated programs
- from a plurality of individual-virtual persons with the communicative network or,



respectively, devices;

3) wherein automated, statistical data collections about individual-virtual persons are possible.

59. A method according to claim 33, including the steps of

- 1) connecting an individual-virtual person to devices by electromagnetic data communication;
- 2) the devices being worn by a user;
- 3) the individual-virtual person processing the data that derive from the device of the user.

60. A method according to claim 33, including the steps of

- 1) localizing a combination of devices at a remote location at which cards such as chip cards are edited for issue, are produced according to individual user requests, are provided/loaded with data and/or programs for one or more persons;
- 2) selectively making present one or more electronic communication channels to the remote devices;
- 3) making available the cards, devices, programs at the remote location to one or more users via electronic communication possibilities;
- 4) producing new cards at the remote location according to individual user requests;
- 5) sending the cards to the user or picking up the cards by the user after being produced;
- 6) making a request by the user of an individual assistance via the electronic communication possibilities;

7) making available the individual assistance, based on the request of the user, is made available  
by a natural person,  
and/or in the form of a program,  
and/or in the form of the virtual person.

61. A method according to claim 33, including the step of, erasing information as generated by the input device for authentication to arrive, data holdings and/or programs that have characterized or, respectively, defined individual-virtual persons given the failure of data.

62. An electrical device for audio-visual presentation of data and/or programs that are used by users in communicative networks or the transmission and/or presentation of audio-visual data and/or programs, whereby the device comprises an optical and/or acoustic display means such as picture screen and/or loudspeaker for audio-visual presentation of these data and/or programs, comprising

1) means whereby a user of the device and/or network can request an individual assistance that is generated by a program;

2) whereby the individual assistance, based on user requests, is selectively produced in the form of a neutral-virtual person by the programs, being audio-visually produced on one or more devices and/or being transmitted to remote devices by the network;

3) whereby the neutral-virtual person for assisting the user in his individual use of the device and/or of the network is simulated on the device in audio-visual presentation with characteristics that simulate the spatial behavior of natural persons;

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5) whereby the cards are handed over to the user after being produced;